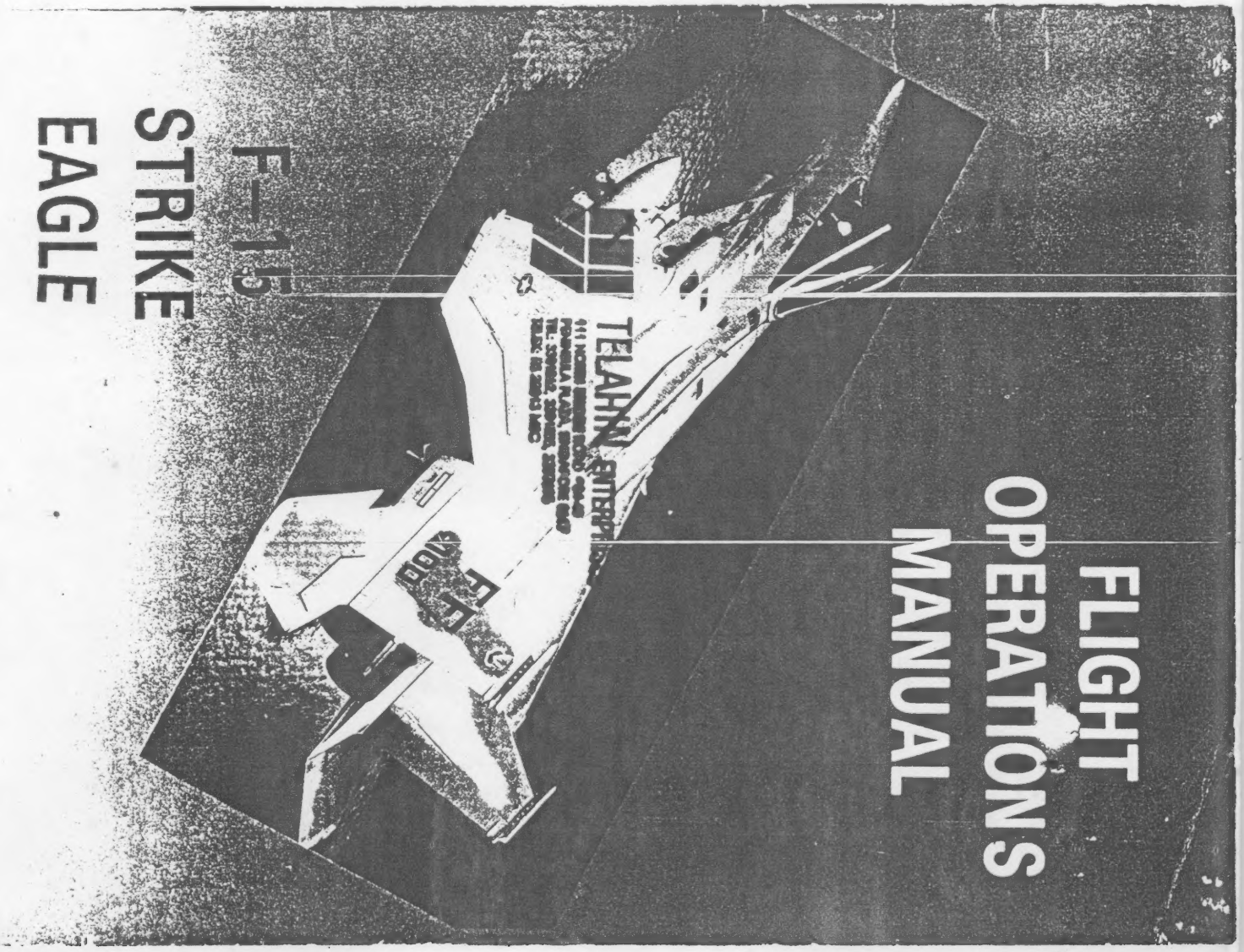
AUTHENTICATION CODES FOR F-15 STRIKE EAGLE

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
B	C	M	P	B	J	M	M	I	K	F	B	M	P	E	L
G	A	J	G	J	B	C	M	L	M	A	P	C	P	K	E
G	E	A	M	C	D	F	E	M	P	G	C	E	C	P	M



SECTION I
PROGRAM MANUAL

1.0 INTRODUCTION

Air combat has advanced dramatically in speed, technological sophistication and complexity in a few short decades to the age of today's supersonic jet fighter. The modern fighter pilot must not only demonstrate the traditional combat flying skills, he must also master offensive and defensive weapons systems, energy management, navigation, and fuel conservation. Fortunately, the pilot is assisted by an impressive array of computer-controlled information displays. The "Heads-Up-Display" projects target and threat tracking information, navigational cues, and status messages directly onto the plane's windscreen.
A graphic weapons status display provides instant, easy to read information as to the availability of missiles and bombs. A variable resolution radar, combined with radar and infra-red emission detectors displays the location of all active threats. A ground map and navigation cursor tells the pilot where he is and guides him to the selected target. But in spite of these sophisticated aids, the pilot is still the most important system in the aircraft; his ability in selecting the appropriate offensive weapons and defensive countermeasures, his judgement in selecting the optimal flight path to and from the target, his skill at piloting the plane in high speed aerial dogfights, and his courage in pressing on through concentrated enemy defenses remain the keys to success.

F-15 is a faithful simulation of the high-tech F-15 all weather air superiority and ground attack fighter, including all major flight, weapons, and information systems. F-15 also simulates the modern air combat environment with numerous enemy aircraft, radar guided missiles, infra-red missiles, air-air missiles, and ground targets. F-15 puts you in the cockpit of the world's most advanced fighter airplane to plan your strategy and make the critical split-second decisions which spell the difference between success or failure! Good Luck.

This Flight Manual provides a wealth of detail on the F-15, its flight and weapons systems, aircraft performance, and modern air combat tactics. You may wish to skip some of these sections and proceed as quickly as possible to flying the simulation. In this case, you should review the following sections:

SECTION I
- **2.0 LOADING THE SIMULATION**
- **3.0 COMPUTER CHART**
- **4.0 OPTIONS**
- **5.0 AUTHENTICATION CODES**

SECTION II
- **1.3 CONTROLS**
- **1.4 CONTROL STICK**
- **2.1.2 MISSION PROCEDURE**
- **4.0 MISSIONS**

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2.0 LOADING THE SIMULATION

2.1 COMMODORE 64

Note only one Joystick is used in the Commodore 64 version. The Joystick should be placed in joystick port #2 (nearest the back of the computer).

DISK: Place the program diskette in your disk drive. Type: **LOAD "*", 8, 1**. The program will boot automatically. Leave the disk in the drive.

CASSETTE: Place the program cassette in your program recorder (rewind if necessary). Press **RUN/STOP** while holding down the **"COMMODORE"** key. Press **PLAY** on the cassette recorder. Loading requires at least 10 minutes.

2.2 APPLE

Note that only one joystick is used in the Apple version.

DISK: Place the program diskette in your disk drive and turn on your computer. The program will boot automatically. Leave the disk in the drive.

CASSETTE: Not available.

2.3 ATARI 400/800/1200/600XL/800XL

REQUIRES: 48K RAM, 1 or 2 joysticks.

REMOVE: All cartridges.

DISK: Place the program diskette in your disk drive and turn on your computer. The program will boot automatically. Leave the disk in the drive.

CASSETTE: Place the program cassette in your cassette recorder. (Rewind if necessary) Press **START** and power the computer on. Depress **PLAY** on the cassette recorder and hit the **RETURN** key. The program will load automatically and start after 6-8 minutes.

3.0 COMPUTER CHART

F-15 Strike Eagle is available for the Commodore 64, Apple, and Atari computers. To accommodate the differences in keyboards, the following convention is used.